

RICK DANGEROUS II LEVEL ONE: THE MAP

Up to you. I'd drop a bomb on him rather than go down and try to shoot it out.

Kick the button to send the lift to your left – be ready to jump the last few feet.

Tricky old timing problem here, jumping into the air just as the electrical discharges crackle between the terminals. Looks impossible at first, but just a knack.

Kick this button to switch off a laser further above.

This button will switch off a horrid laser a bit further on. The one on the right sends your lift back up.

Walk along here at your peril! A laser (far right) will kill you if you don't duck in time. (If you do duck in time, it will kill the robot, far left, saving you a bullet.

A lift appears here. Step onto it and kick the button in the wall IMMEDIATELY to switche off a laser before the lift carries you down past it.

Another dead-end screen – but plenty of goodies.

You'll need to use bombs to get these blocks out of the way.

DON'T kick the button indicated by the arrow that appears on the screen. Kick the other one instead.

You ducked! Just in time, too. Look out for those lasers in the walls.

Another screen full of goodies.

Duck to avoid nasty electrical discharges

Kick this button to turn off the laser in the corridor.

Watch out as you climb this ladder – you're liable to meet robots coming down...

Just keep walking here, no matter what. Stop even for a moment and the overhead lasers will get you.

This screen doesn't lead anywhere, but there are various goodies to pick up

Warning, warning...!

- This map shows the layout of the screens and route you have to follow. What it doesn't show all the baddies and where they appear – you'll have to find those out for yourselves!
- We've labelled points of interest (!) early on, bu have to do most of the work yourselves – we don't want to ruin it for you!
- Don't use bullets (well, OK, laser bolts then) unless you have to. Sometimes you can get past the robots without shooting them. And now and again you can persuade one of the wall-mounted lasers to do it for you...
- Look out for the lasers in the walls. Many can be switched off, but many more can't. Some of them fire only once or twice. Some only fire when you walk across a certain point on the floor...
- Occasionally, cannisters can get up and walk towards you. You can't destroy them. Avoid them instead – jumping over them if necessary.
- Finally... don't rush. Most of the time, once you've knocked off the odd robot here and there, you can stand and think as long as you like. The puzzles require a blend of logic, split-second timing and reflexes to solve, but take time out before you tackle them to watch the robots, sparking electrodes, lifts etc to decide exactly when to make your move.

RICK DANGEROUS COMPETITION!

OK, so we've mapped Level One for you, what we need out there is for someone to do the same for Level Two!

And just as a little inducement, Microprose is offering... wait for it... a day out at Microprose HQ, slap-up feed and a trip in the Microprose plane!

So, the first person to send in a map of Level Two (that works!) is the winner – and gets to see their labour of love printed in *Cheat Mode*. No time to lose, eh? You don't have to be an artistic genius and do the whole thing with a microscope and two hundred different-coloured felt-tip pens, either. You can leave all that to *AA's* resident van Gogh Ollie (Mad as a Balloon) Alderton, who'll either redraw it himself (with two hundred different-coloured felt-tip pens) or dip into *AA's* enormous coffers and pay some incredibly famous artist to do it. (Not Hockney, though, 'cos he's lousy on deadlines.) And that's not all. There are also ten Microprose goodie bags on offer to ten lucky runners-up!

So – just send in your map (make sure it's legible) to:

RICK DANGEROUS COMPO
AMSTRAD ACTION
FUTURE PUBLISHING
30 MONMOUTH STREET
BATH
AVON BA1 2BW

There's no closing date, since the first correct entries are the winners. Good luck!